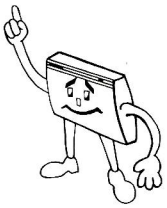
VIC 20

THE FRIENDLY COMPUTER



VIC 21: Casino-Style BLACKJACK

OBJECT:

To win money from the dealer by getting your card point total closer to 21 than the dealer, without going over.

SCORING:

BLACKJACK	Win 1.5 times bet	DOUBLE	Win or lose double bet
SPLIT	Same bet for each hand	GIVE UP	Lose half of bet
HIGHER TOTAL	Win bet	LOWER TOTAL	Lose bet
SAME TOTAL	No win or loss		

HOW TO PLAY

VIC 21 allows 1 or 2 people to play against the computer. When the program first starts, choose the number of players.

Next, the computer asks for the names of the players (only the first 7 letters will be used).

Each player starts the game with $1000. The total will go up or down as you bet and win or lose. It is even possible, if you are unlucky, to have a negative number as your score.

The game is played in a series of rounds. Here is the sequence of play for the round:

1. Shuffle deck (if needed).
2. Let each player bet.
3. Deal the first 2 cards to players and dealer.
4. Each player gets to choose an action (see below).
5. If any player has 21 or less, the dealer plays. The dealer will HIT on 16 or less points, and STICK on 17 or more. The dealer never splits or doubles.

ACTIONS:

HIT: Take another card. If your point total goes over 21, you are BUSTED, and lose.

STAY: Don't take any more cards. If the dealer's total is closer to 21 than yours, you lose. If the dealer has less points than you, or is BUSTED, you win.

DOUBLE: You get only 1 more card, and your bet is doubled. This is a good strategy if you have 10 or 11 points, especially if the dealer has a low card showing.

SPLIT: If your first 2 cards have the same rank, you can split them into 2 hands, drawing another card for each. Play continues as if you were two players, and each hand has the same bet as the original hand. You may split only once per round. Splitting aces is recommended.

GIVE UP: You immediately lose half the bet, and are finished for the round. If your point total is between 12 and 16, and the dealer has a high card showing, it's best to just give up.

OTHER: This lets you see what other options are available to you.

RETURN: When you are looking at the "other" choices, but don't want to use one of them, hit RETURN to see the "normal" choices.

POINT VALUES OF CARDS:

A: 1 or 11 2: 2 3: 3 4: 4 5: 5 6: 6 7: 7 8: 8 9: 9
T: 10 J: 10 Q: 10 K: 10

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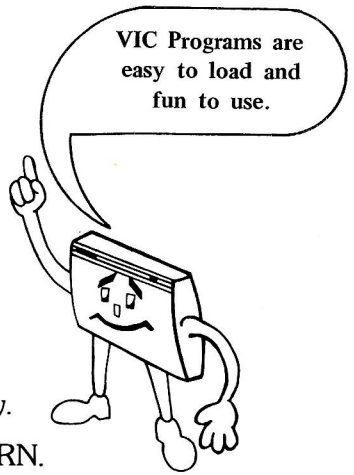
LOADING AND STARTING THE PROGRAM



1. Set up your VIC20 computer, TV set, and Commodore cassette recorder.
2. Place the tape in the recorder, label side up. Most tapes are recorded on both sides, several times on each side.
3. Press the REWIND key on the recorder.
4. When the tape stops moving, press the recorder's STOP key.
5. Type the word LOAD on the VIC's keyboard and hit RETURN.
6. The message PRESS PLAY ON TAPE appears on the screen. Press the PLAY key.
7. The words OK and SEARCHING should appear and the tape runs.
8. After a few seconds, the VIC will display FOUND (name) and the word LOADING.
9. After a minute or so, the VIC says READY.
10. To "run" the program, simply type the word RUN on the keyboard and hit RETURN. The program will start.

IF YOU HAVE TROUBLE LOADING

1. Type the word LOAD and hit RETURN again. (There is a second copy of the program on the same side of the tape.)
2. Turn the VIC off, then on. Rewind the tape and try again.
3. Check the troubleshooting chart in the VIC manual.
4. See your Commodore VIC dealer, or call the Commodore Hotline (800-523-5622 outside Pennsylvania).